



2011-12 YOUTH BASKETBALL - 18U BOYS Opening Rounds



SATURI				SATURDAY, I				
9:00 AM	Hillcrest #1	VS	GAP	@	El Rio N.		9:00 AM	Hillcre
10:00 AM	Hillcrest Bluhm	vs	Hillcrest #2	@	El Rio N.		10:00 AM	GAP

<i>SATURI</i>					
9:00 AM	Hillcrest #2	vs	Hillcrest #1	@	Hillcrest
10:00 AM	GAP	vs	Hillcrest Bluhm	@	Hillcrest

LOCATION:

- * El Rio Vista Recreation Center 179 E. Robie St., St. Paul, MN 55107, 651-789-2500
- * Hillcrest Recreation Center 1978 Ford Pkwy, St. Paul, MN 55116, 651-695-3706
- * Please check your schedules carefully for times and locations. You may not play at the same site every week.
- * Opening rounds are on December 10 and 17, 2011. In the divisions where there are enough teams for two or more leagues, teams will be evaluated in the opening rounds and will be paired with opponents of similar ability. The league schedule dates will be January 7, 14, 21, 28, February 4 and 11. Playoffs will be held Saturday & Sunday, February 18-19, 25-26, 2012.
- * All coaches, players, spectators, officials, and staff are expected to follow the recreation center rules and adhere to the following sportsmanship pledge; "I will help promote the ideals of fair play and good sportsmanship by cheering for all the players and by respecting the calls made by the officials".
- * Each child on every team is required to play at least five minutes per half. For exceptions, please refer to the SPPR minimum playing time requirements for basketball.
- * A completed roster must be submitted to Municipal Athletics prior to the first scheduled game (December 10, 2011).
- * Additional players may be added until January 13, 2012. Rosters will be frozen after that date.
- * It is St. Paul Parks & Rec policy that all coaches must be certified and wear ID badges at all games.

Maximum 2 coaches allowed on the bench & 1 scorekeeper.

- * In case of poor weather conditions call the Municipal Athletics Weather Hotline at 651-558-2118 for game status information.
- * Schedules and rules can also be viewed at: www.stpaul.gov/athletics



